

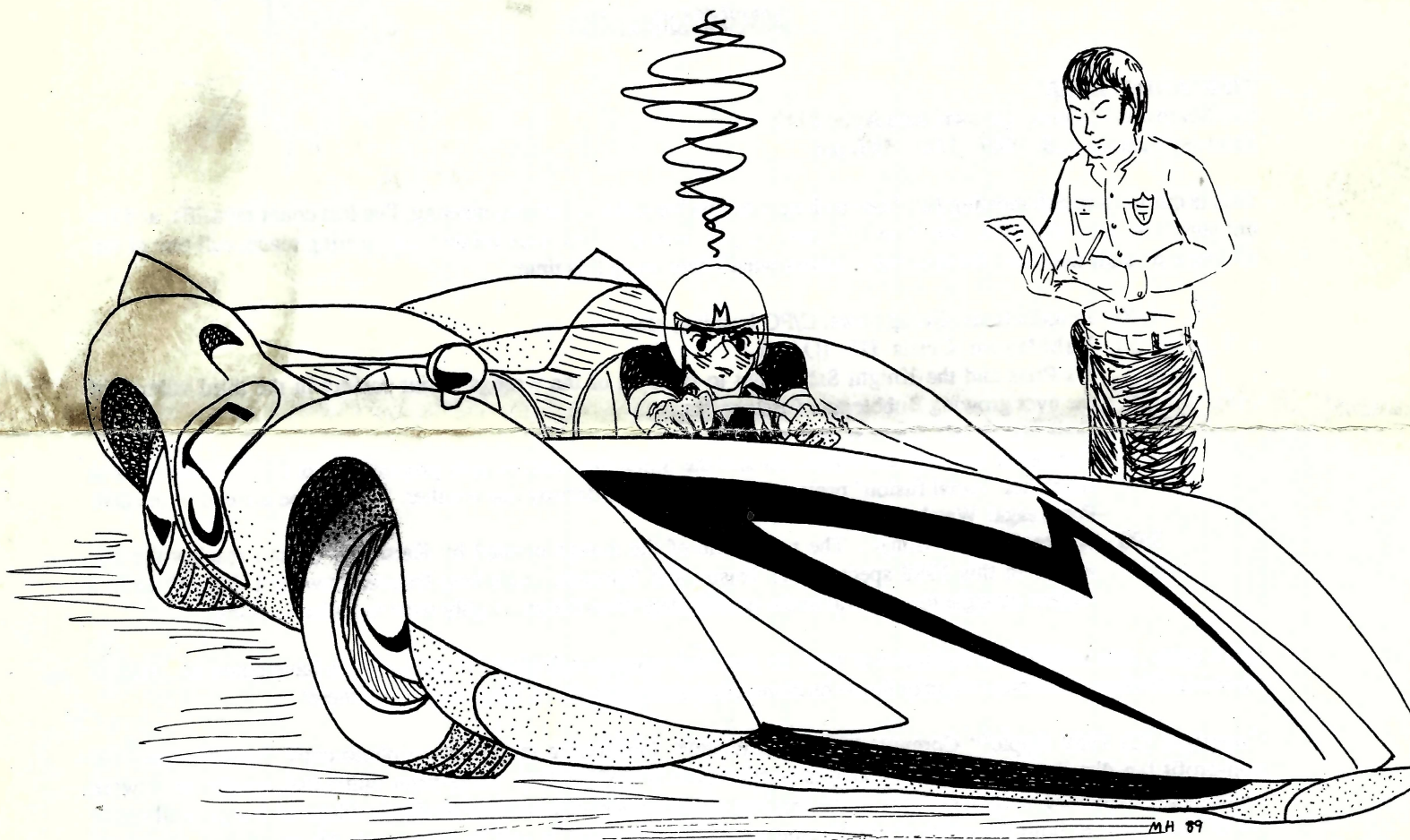
PANIME'S IMAGE

FEBRUARY, 1989

ISSUE #23

IN THIS ISSUE:

- A Definite Lack of Substance
- Introduction to CITYHUNTER
- RESULTS OF THE FIRST ANNUAL PANIME GRAN PRIX!!!
- Other Assorted Nonsense...



(The David Barreiro Memorial Speeding Ticket Issue)

Some Where in Time...

Welcome to the February issue of Panime's IMAGE. If everything went right, this newsletter should actually be in your hands during the month of February! Can you believe it?! Panime back on schedule! It took a lot of hard work, but we made it. Panime (Pah-nee-may) is an international Japanese animation club based in Bryan/College Station, Texas. We get together once a month to watch assorted animation, and to say nasty things about other animation clubs.

This issue is kind of a special one, its dedicated to everyone who partook in The First Annual Panime Gran Prix. In the following pages, you'll see who's hot and who's not in the world of Japanese animation, as Americans see it. In addition, I will ramble on about some of the happenings in the world of anime, and our very own Chris Todd will give you the run-down on CITY HUNTER.

Now for the crucial stuff...

NAMES TO READ IN THE DARK...

Paul Ryan - Likes to talk to himself...

Jorge Frank - Talks on the phone...

Chris Todd - I don't know, who does he talk to?

Wen Ou - Thinks Gundam models can speak...

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Any suggestions, complaints, article and art submissions can be bounced of any of these people by phone or by sending stuff to:

Paul Ryan
603 Southwest Pkwy. #112
College Station, Tx. 77840

SCHEDULE:

TIME AND WHERE:

603 Southwest Parkway (Brownstone Apts) #112

Saturday February 25, 1989 1:00 - 5:00 pm



This is our ump-teenth meeting (it's been so long since we've had a scheduled meeting, I've lost count myself!), and I'm not sure how solid the video schedule will stay. If you have any problems finding the meeting place, call one of our all-knowing staff members for directions. Here's what's happening this time:

1:00 - Introductions, Group news, C/FO bashing, etc...

1:30 - **Bubblegum Crisis III** (OAV)-

It's Priss and the Knight Sabres out to right all of the wrongs in our society in the third volume of the ever growing Bubblegum Crisis series.

2:15 - **Gall Force III: Stardust War** (OAV)-

The battle between the Paranoids and the Solenoids reaches epic proportions as Catty Prime races to finish her "racial fusion" project before both sides destroy one another. Will this be the end of the Gall Force saga? Watch and see!

3:00 - **Akira** (Feature film)- The tragic tale of the manga created by Katsuhiro Otomo reaches the big screen in this 1988 spectacular! Tetsuo and Kanaeda, once best friends, now find themselves in a violent struggle for survival in the post-nuclear Neo-Tokyo. Highly recommended viewing!

Once again, this schedule is tentative at best, so you may want to call to see if any changes have come up. Also, if there is sufficient attendance we may throw on some other stuff after Akira. Hope to see you there!

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WIF...
UH...
- ARTICLE UNDER CONSTRUCTION! -

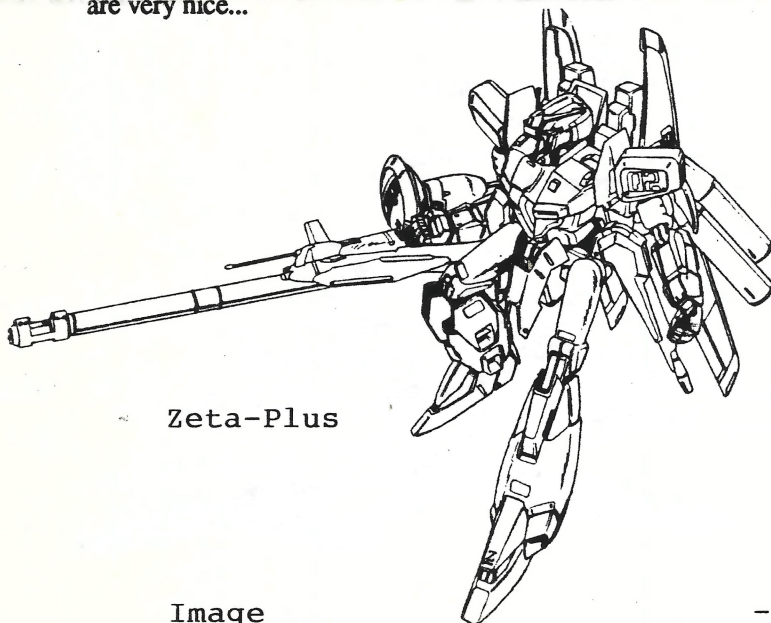
[Warning: expect cleverly hidden sarcasm in the following article.]

The lack of any noteworthy animation news has put our man in exile, Jorge Frank, in a bad position: there is simply nothing for him to report on! Hopefully he'll be back next issue to fill all our hearts with joy...

Basically, we have entered the point of stagnation

frequently encountered at the beginning of the year. What may be the only noteworthy bit of news is that the possibility of a MEGAZONE 23 PART III has entered the realm of reality. This doesn't mean that it is GOING to happen- Japanese animation magazines have reported on possible sequels before that have never come about. But at least the Japanese were the ones who reported this, rather than from a second hand American fan-zine...

On some other news, the new GUNDAM SENTINEL plastic kits have arrived. Each is a skillfully crafted kit with the coloring benefits of the SYSTEM INJECTION 21 method (that is, once the kit is built you don't necessarily have to paint it). Kits #2, #4, and #5 are variations on the S-GUNDAM (Superior Gundam), while #3 is ZETA PLUS (a variation on Zeta Gundam). #1 was released a while back and is the FULL ARMOR DOUBLE ZETA GUNDAM. #2 is Superior Gundam itself, #4 is Extrordinary Superior Gundam (includes new, bulkier weapons and is my personal favorite), and #5 is an even bulkier Superior Gundam, but instead of legs it has enormous booster units. The Zeta Plus is most notable because it will actually transform on the 1/144 scale: perhaps a kit best suited for the experinced kit builder. All are very nice...



Zeta-Plus

Image

As I mentioned on the opening page, there was a glimmer of hope that Image would be back on its monthly schedule starting this month (a position we haven't been in for almost a year). If everything went as it should have (which means it probably didn't) this newsletter should be in your hands before our February 25th meeting. In the case that it didn't, please accept my apologies. At the very least, this newsletter will be out in February: still a miracle by any standard.

Since I took over the position of editor, everyone has been telling me that I have to write an editorial for each issue. Basically, I slip my opinions into every article I write, so an official opinion article has never made much sense to me. Since this is the case, I've found it difficult to find any one particular topic to talk about. But because there has been increasing tensions of late, concerning Panime and its relations to other Japanese animation clubs, I've decided to use that topic.

When I first became a Panime member, the realm of Japanese animation was still blooming, and many clubs began popping up all over the place (Panime, incidentally, was one of those clubs). Since that time, many of these clubs have fallen apart, or have been swallowed up by other larger clubs. Outside of tape trading, inter-club relationships have never proven to be that important. Recently, however, this has not been the case. Many clubs have been alienating each other in the heat of competition. But competition for what? More members? More tapes? It's hard to put my finger on it exactly, but it's safe to say that many clubs aren't getting along anymore. This isn't always the case: Panime has retained fairly good relationships with Club Anime in Houston for quite some time. But on the other hand, relations to clubs like Anime Hasshin and C/FO San Antonio have fallen apart in the last year or so.

I believe that these problems stem from one of two things: 1) The simple lack of communication between clubs (like Anime Hasshin) and 2) a difference of ideologies between those clubs (like C/FO San Antonio). And that's where I'd like to come to the point. As Jorge said a few issues back, we don't mean to come across that C/FO bashing is now our prime hobby. It is a case, however, when I feel a club has overstepped the bounds of reason that I must say something. In the case of C/FO San Antonio, my ideology of how much control a club should exert over its members is definitely different from Randall Stukey's, the head of C/FO.

The most recent disagreement stems from the C/FO's shutting down of its tape library because of one mans complaints in Detroit. I think this is a pretty ridiculous course of action to take, even if it is to keep Randall's word. This course of action obviously upsets all of the members of C/FO San Antonio, and they are all searching for blood. How does the head of the C/FO handle this? By printing the man's name and address in the March issue of the C/FO newsletter! This is a childish action at best: insuring that a person gets a bunch of hate mail because of some video tapes. This does, however, reflect Randall Stukey's ideas as the leader of the largest anime organization in America. Randall Stukey has been quoted as saying that it is every fans duty to "weed out the

undesireables" in animation fandom. This is, quite frankly, one of the most irresponsible comments I've ever heard, particularly when it coming from a person whose job it is to spread animation to more and more of the general public. In addition, telling his members to "go to hell" because they don't like his course of action is the mark of a terribly immature mind.

I feel that is important to realize the intention of all anime clubs, which is to spread animation in hopes that it might find a larger following here in America. If this is to continue, some changes must be made in the near future. Randall, perhaps you should take a bit of President Bush's advice (even if you didn't vote for him): become a kinder, gentler club so that Japanese animation might find the home in America it so richly deserves.

-- Paul Ryan

The First Annual Panime Gran Prix:

The results are in!!!

Between November 1, 1988 and January 1, 1989 Panime held its first ever **Annual Panime Gran Prix**. Before I say anything else, I'd like to say that I was rather impressed with the responses we got. In general, apathy is usually the number one "vote getter" in these types of polls, but to my surprise over half of all our subscribers voted! To say the least, this was a much higher turn-out than any of us expected. And while this alone was enough to impress me, the responses themselves impressed me even more! Initially, I thought we were asking too much out of you guys when we asked you to give us three choices in each category. Boy was I mistaken! You people sure know your anime!

A number of our newer subscribers didn't get the chance to vote in the Gran Prix and were a little upset. Fear not! In order to get the Panime Gran Prix on an official schedule, we'll more than likely be running the Gran Prix for 1988 in the very near future. This way, and for coming years, the anime you'll be voting on will still be fresh in your minds. So for those of you who didn't get the chance to vote, or for those of you who didn't like where your favorite show placed: get those pens ready -- the next Gran Prix is right around the bend!!!

The scoring system is pretty simple, and works like this: since there was such an enormous spread in the votes, we opted to take the number of votes a subject recieved and then took the percentage of that figure. This gives a somewhat clearer picture of how the votes really went. Also, in some categories, such as Favorite Song of All Time, we had well over forty individual songs in competition!!! The format of this newsletter simply doesn't give me the room to print every entry, so some of the characters, shows, etc... that only got one vote or so had to be cut. Don't be surprised to see the "Other" category reaching upwards of 30% in some cases! I hope this hasn't offended anyone. If there are any suggestions on how we could improve on this system, I'd be more than glad to hear them!

So enough with all the crap, here's the results to the **FIRST ANNUAL PANIME GRAN PRIX !!!**

Favorite Show 1987

As you will find in most of the categories, there are a number of ties here...

#1 --	Metal Armor Dragonar	20.5%
#2 --	Maison Ikkoku	18.2%
#3 --	Mobile Suit GundamZZ	11.4%
	Hokuto no Ken	11.4%
#5 --	City Hunter	9.0%
	Orange Road	9.0%
#7 --	Machine Robo	4.5%
	Saint Seiya	4.5%
	Touch	4.5%
#10 --	Dragonball	2.3%
OTHER:		4.7%

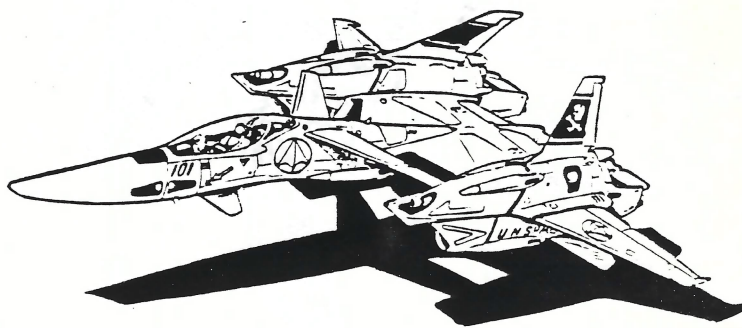
Favorite TV Show: All Time

Although our Treasurer Wen Ou claimed "The whole thing is fixed", he also contributed to making MACROSS number one in this category (the beginning of a trend)...

#1 --	Super Dimensional Fortress Macross	20.5%
#2 --	Dirty Pair	11.4%
	Hokuto no Ken	11.4%
	Urusei Yatsura	11.4%
	Mobile Suit Zeta Gundam	11.4%
#6 --	Mobile Suit GundamZZ	9.1%
#7 --	Lupin III	4.5%
#8 --	Space Pirate Captain Harlock	2.2%
	Metal Armor Dragonar	2.2%
	Maison Ikkoku	2.2%
OTHER:		13.7%

Favorite OAV: 1987

#1 --	Macross: Flashback 2012	18.2%
#2 --	Fight! Iczer-1: Act III	15.9%
#3 --	Yojuu Toshi (Supernatural Beast City)	13.6%
#4 --	Bubblegum Crisis 1	11.4%
	Robot Carnival	11.4%
	Urusei Yatsura '87	11.4%
#7 --	Yotoden	6.7%
#8 --	Black Magic: M-66	4.5%
#9 --	Gall Force 2	2.3%
	God Bless Dancougar	2.3%
	Project A-ko 2	2.3%



Favorite OAV: All Time

This is one of those categories where there were two zillion different entries...

#1 --	Macross: Flashback 2012	9.1%
	Megazone 23	9.1%
#3 --	Black Magic: M-66	6.8%
	Robot Carnival	6.8%
#5 --	Dirty Pair: Affair of Nolandia	4.5%
	From Lovely Angels with Love	4.5%
	Fight! Iczer-1: Act III	4.5%
	Fight! Iczer-1: Act II	4.5%
	Fight! Iczer-1: Complete Version	4.5%
	Megazone 23 Part II	4.5%
	Project A-ko	4.5%
	Urusei Yatsura '87	4.5%
	Vampire Hunter "D"	4.5%
	Yojuu Toshi	4.5%
OTHER:		23.2%



Favorite Movie: 1987

This category was a heck of a battle all the way to first place!

#1 --	Dirty Pair: Project Eden	30.8%
	Wings of Honneamise	30.8%
#3 --	Lupin III: Scheme of the Fuma Clan	25.6%
#4 --	Saint Seiya	5.0%
#5 --	Doraemon	2.6%
	Mapletown	2.6%
	Touch 3	2.6%

Favorite Movie: All Time

#1 --	Macross: Do You Remember Love?	20.9%
	Mobile Suit Gundam: Revenge of Char	20.9%
#3 --	Nausicaa of the Valley of the Wind	14.1%
	The Wings of Honneamise	14.1%
#5 --	Lupin III: Chateau de Cagliostro	11.6%
#6 --	Arion	2.3%
	Arrividerci Yamato	2.3%
	Hokuto no Ken	2.3%
	Laputa: Castle in the Sky	2.3%
	Mobile Suit Gundam III	2.3%
	Mapletown Story	2.3%
	My Youth in Arcadia	2.3%
	Yamato: The Final Voyage	2.3%

Image



Favorite Female: 1987

#1 --	Kyoko Otonashi (Maison Ikkoku)	13.3%
#2 --	Cybil (Black Magic: M-66)	11.1%
	Iczer-1 (Fight! Iczer-1)	11.1%
	Lynn Minmay (Macross 2012)	11.1%
#5 --	Kei (Dirty Pair)	8.8%
#6 --	Priss (Bubblegum Crisis)	4.4%
	Misa Hayase (Macross)	4.4%
	Fujiko Mine (Lupin III)	4.4%
	Kaouri Makimura (City Hunter)	4.4%
	Linda Plato (Dragonar)	4.4%
	Lum (Urusei Yatsura)	4.4%

OTHER: 18.2%

Favorite Female: All Time

#1 --	Lynn Minmay	15.2%
#2 --	Lum	13.0%
#3 --	Misa Hayase	8.7%
	Eve Tokimatsuri (Megazone 23)	8.7%
#5 --	Kei	6.5%
#6 --	Fujiko Mine	4.3%
	Kyoko Otonashi	4.3%
#8 --	Minami Asakura (Touch)	2.2%
	Hamaan Khan (Z, GundamZZ)	2.2%
	Madoka (Orange Road)	2.2%
	A-ko Magami (Project A-ko)	2.2%
	Linda Plato	2.2%
	Remy Shimada (Goshogun: Etranger)	2.2%
	Yui Takanaka (Megazone 23)	2.2%
	Ibuki Yagami (Maison Ikkoku)	2.2%

OTHER: 21.7%



Favorite Male: 1987

#1 --	Godai Yusaku (Maison Ikkoku)	17.5%
#2 --	Kenshiro (Hokuto no Ken)	15.0%
#3 --	Carson D. Carson (Dirty Pair: Project Eden)	10.0%
	Lupin III (Lupin III)	10.0%
#5 --	Hikaru Ichijo (Macross)	7.5%
	Ryo Saeba (City Hunter)	7.5%
#7 --	Judo Ashita (GundamZZ)	5.0%
	Ataru Morobushi (Urusei Yatsura)	5.0%
	Pegasus Seiya (Saint Seiya)	5.0%
	Shirotsugu Radatto (Wings of Honneamise)	5.0%
OTHER:		12.5%

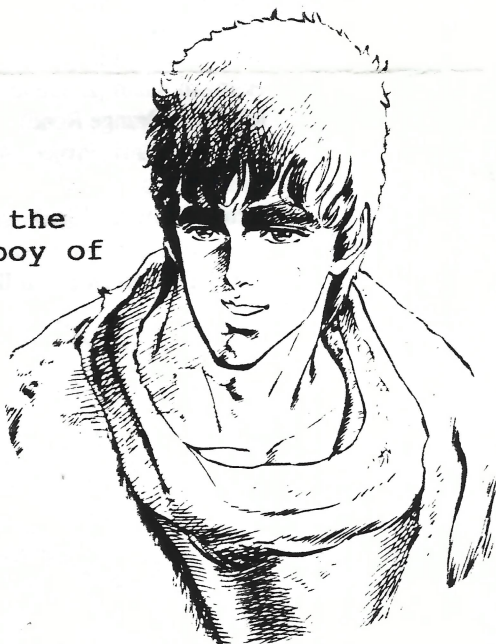


Favorite Male: All Time

This was probably THE most competitive category as there is a tie for each position...

#1 --	Char Aznable (Gundam)	9.8%
	Roy Fokker (Macross)	9.8%
	Hikaru Ichijo	9.8%
	Kenshiro	9.8%
#5 --	Max Jiinas (Macross)	7.3%
	Lupin III	7.3%
#7 --	"D" (Vampire Hunter "D")	4.8%
	Captain Harlock (My Youth in Arcadia, etc)	4.8%
	Ryo Saeba	4.8%
#10 --	Amuro Rei (Gundam)	2.4%
	Kodai Susumu (Space Cruiser Yamato)	2.4%
	Tatsuya Uesugi (Touch)	2.4%
	Camille Vidan (Z, GundamZZ)	2.4%
	Tobor (8th Man)	2.4%
OTHER:		19.8%

Kenshiro: the toughest boy of all!



Favorite Song: 1987

#1 --	"Tough Boy" (Hokuto no Ken 2)	11.1%
#2 --	"Dream Color Chaser" (Dragonar, season 1)	8.3%
	"Paint of Angels" (Macross 2012 opening)	8.3%
	"Silent Voice" (GundamZZ, final season)	8.3%
#5 --	"Hurricane Tonight" (Bubblegum Crisis)	5.5%
	"Mr. Private Eye" (City Hunter)	5.5%
	"Night of the Summer Side" (Orange Road)	5.5%
	"Over the Top" (Dirty Pair: Project Eden)	5.5%
	"Pas de Deux" (Dirty Pair: Project Eden)	5.5%
	"Pegasus Illusion" (Saint Seiya)	5.5%
	"Sunny Shiny Morning" (Maison Ikkoku)	5.5%
OTHER:		25.5%



Favorite Song: All Time

#1 --	"Do You Remember Love" (Macross movie)	23.1%
#2 --	"Tell me the Secret" (Megazone 23 pt.II)	11.5%
#3 --	"Russian Roulette" (Dirty Pair)	7.7%
	"Sorry Guys!" (Urusei Yatsura, final season)	7.7%
#5 --	"Dance Away" (Project A-ko)	3.8%
	"Lonely Sunset" (Megazone 23 pt.II)	3.8%
	"Open Invitation" (Urusei Yatsura, season 5)	3.8%
	"Run Like Merros" (SPT Layzner)	3.8%
	"Say Hello to Sorrow" (Maison Ikkoku)	3.8%
	"Silent Survivor" (Hokuto no Ken)	3.8%
OTHER:		27.2%

Of course, you can interpret these results anyway you choose. Some results, however, surprised even me. For instance, the relatively weak showings of SAINT SEIYA and CITY HUNTER in the 1987 categories would

be entirely opposite had this Gran Prix been held in any other club. The strong showing of MACROSS can be seen either as the tenacity of its popularity or simply that it is a series that easily comes to mind. Also surprising was that URUSEI YATSURA had a somewhat low showing. Not that this is bad, mind you: personal tastes differ greatly the realm of anime fandom.

So there you have it folks: not exactly the full-blown treatment that ANIMAGE might give but it's a start. As I stated before, the next Gran Prix is just around the bend: this time be prepared for the addition of several new categories (including favorite episode and favorite mecha). Hope we have as great a response as we did this time!!!

-- Paul Ryan

CITY HUNTER FOR THE MASSES

by Chris Todd

Note: This article is meant as an introduction to the Japanese television series CITY HUNTER. It is intended for someone that knows little about the show, and not too much about anime in general, so if I go over some details that may be familiar to you veterans out there, please bear with me. TO THE BEST OF MY KNOWLEDGE all of the info in here is correct, but if something is seriously off please drop me a line.

It's pretty different from most of the anime you've seen to date. No monsters, mutants, robots, starships, elven slyphs with second hand light sabres, dimensional hopping, or too many of the other typical mainstays of anime. A few lasers, but they're kept to a minimum. The show I'm talking about is City Hunter, based upon a popular Japanese manga (comic) of the same name that is currently running in SHONEN JUMP.

The show takes place in the present-day, in a city that can be assumed to be Tokyo. Our hero is RYO SAEBA (also referred to as JOE quite frequently), basically a miracle gun for hire. He's a mercenary with a set of principles (but not TOO many...), and one overriding problem. It seems that Ryo has a little trouble, um, managing his libido. To be quite frank, almost any member of the female species foolish or brave enough to wander within range is subject to Ryo's own peculiar form of foreplay: none!

Nevertheless, Ryo is reasonably successful in his chosen profession, being hired by a whole range of clients involved on the border of legality. At one time, Ryo's patrons have included YAKUZA, his old girlfriend (more on that later), a writer of children's books, and the owner of a babyfood company. Often Ryo is well paid for his services, but not infrequently will he indulge in a charity case, usually for a female...the cuter, the looser, the better.

In the initial episodes of City Hunter, Ryo was "managed" by his best friend HATARAKI...the brains of the outfit. Very early in the series, however, Hataraki is murdered and his younger sister KAOURI assumes his responsibilities out of a sense of duty. It's curious to note that Kaouri, despite her rather "tomboyish" charms, is



practically the only female on THE PLANET not subjected to Ryo's advances. Kaouri harbors somewhat a bit of unrequited love for Ryo, but will never admit to it.

Kaouri uses her position of power with relish, constantly keeping Ryo's sexual appetite in line by the use of one of the most curious props ever seen in anime. In the universe of City Hunter, Kaouri in particular and females in general are able to summon a multi-ton/ horsepower/ erged HYPERMALLET with which to repel Ryo's sudden attacks of affection. Nobody seems to consider this particularly unusual, and our hero is routinely flattened by the instruments only to pick himself up off the floor moments later and begin again where he left off. Occasionally when a hammer won't work, Kaouri has been known to use a battering ram.

The effect of the hypermallet is a holdover from the manga, as is one other technique. When characters are particularly disturbed or surprised, dragonflies or ducks may go flying by, or even drop out of the sky onto their heads. Don't adjust your TV... everything is as normal as it is going to get.

A couple other recurring characters deserve note. SAEKO is the ubiquitous old girlfriend whom Ryo broke up with for unspecified reasons. She is an extremely high-priced spy, thief, saboteur, and whatever else will bring in the money. Saeko is constantly suckering Ryo into her schemes, playing off of his ill concealed and still vibrant love for her - or her body, we're never sure what. Still, the two do seem to be friends and both have saved the others life on more than one occasion.

Another character is a large Arnold Schwarzeneggerish buddy of Ryo's. I don't know his name, so for the moment we'll call him the MARINE. He's pretty unmistakeable, built like a wall, bald, and almost constantly wearing sunglasses. Along with Kaouri, he helps out Ryo when need arises, which it frequently does. A master of weapons and unarmed combat, his only weakness is an uncontrollable and irritating fear of cats, which will turn him into a helpless blob of flesh faster than an assault rifle ever could.

The last of the semi-regular cast is another whose name I don't know, so I'll call him SLICK. Slick seems to have popped up in the series only recently, and for the moment is Ryo's main antagonist. For some reason Slick dislikes Ryo and wants him dead. Using his fantastic ability of disguise, he's almost succeeded on more than one occasion.

Unlike other series such as GUNDAM or ORANGE ROAD, City Hunter does not feature an on-going plotline. Each episode is self-contained, so there's no need to watch one episode before or after any of the others.

City Hunter is one of the few shows that deserves a special note for its music and credits. The music is, on the whole, extremely above average Japanese pop done by such groups as TM NETWORK and LIGHTHOUSE PROJECT. The credits, at least for the first and second season, are among some of the best animated, and approach the high ground of fun, fast, music videos. Good stuff, and very listenable.

The future of City Hunter remains in doubt, though. City Hunter's success is based upon its unlikely mix of humor, action, seriousness, and occasional surrealism. The second season episodes in particular showed a deft touch and are on par with some of the very best in TV anime. After its second season, however, City Hunter changed to become CITY HUNTER II and the seriousness that made the show so interesting left, to be replaced by most unbridled silliness. City Hunter II is one of the only animated serials still running in Japan, and in the face of such competition as SAINT SEIYA, it's probably the best. However, this isn't saying much, as only the occasional episodes show the adult edge of comedy and suspense that made it so much fun to watch. For those interested in City Hunter, my recommendation would be to watch the early episodes and seasons. In particular, I can recommend episode #8 (in which Ryo has to make one of the trickiest shots of his career) and the EXTREMELY good episode #32 (Ryo goes up against the gentleman assassin, SCARAMANGA) -- in my opinion, the best of the series, and one of the classic pieces of TV anime.

Have fun, and I apologize for some of the ambiguities in this intro, but hopefully it will allow you to enjoy some of the better animation around in this day so fraught with series such as F.

-- Next Time: KCP willing, ORANGE ROAD

COMING SOON:

- New music reviews...
- Interview with Shoji Kawamori (Director of MACROSS)
- Introduction to MAISON IKKOKU and RANMA ½
- The return of MECHAMAN
- And much, much more...

ART CREDITS:

- Cover - Margaret Hastedt
- Pg. 3 - Zeta Plus, Model Graphix
- Pg. 4 - VF-4, Newtype July '87
- Pg. 5 - Shiotsuguh, This is Animation #12
Kyoko, Maison Ikkoku
manga: Shonen Sunday
Minmay, This is Animation
#11: Macross
- Pg. 6 - Char Aznable, Newtype
Kenshiro, Hokuto no Ken
manga: Shonen Jump
Minmay, This is Animation
#11: Macross
- Pg. 7 - Ryo Saeba, City Hunter
manga: Shonen Jump

